

# 2017 LIVERPOOL ZONE BY-LAWS FOR OZ-TAG

Rules for all sports played within the Zone shall be as for those set down by the State Governing Body for that sport, with the following exception:

- Conveners have the option to modify rules prior to the season if circumstances be required and if all competing schools agree.

## DRESS

- 1.1 Children have the choice of Oz-Tag shorts or wearing a Velcro belt.
- 1.2 Running shoes/ sneakers must be worn. **No** football boots are allowed.
- 1.3 **Shirts must be tucked in during the games.**
- 1.4 All players need to use the same coloured tags as their team-mates.

## SUPERVISION

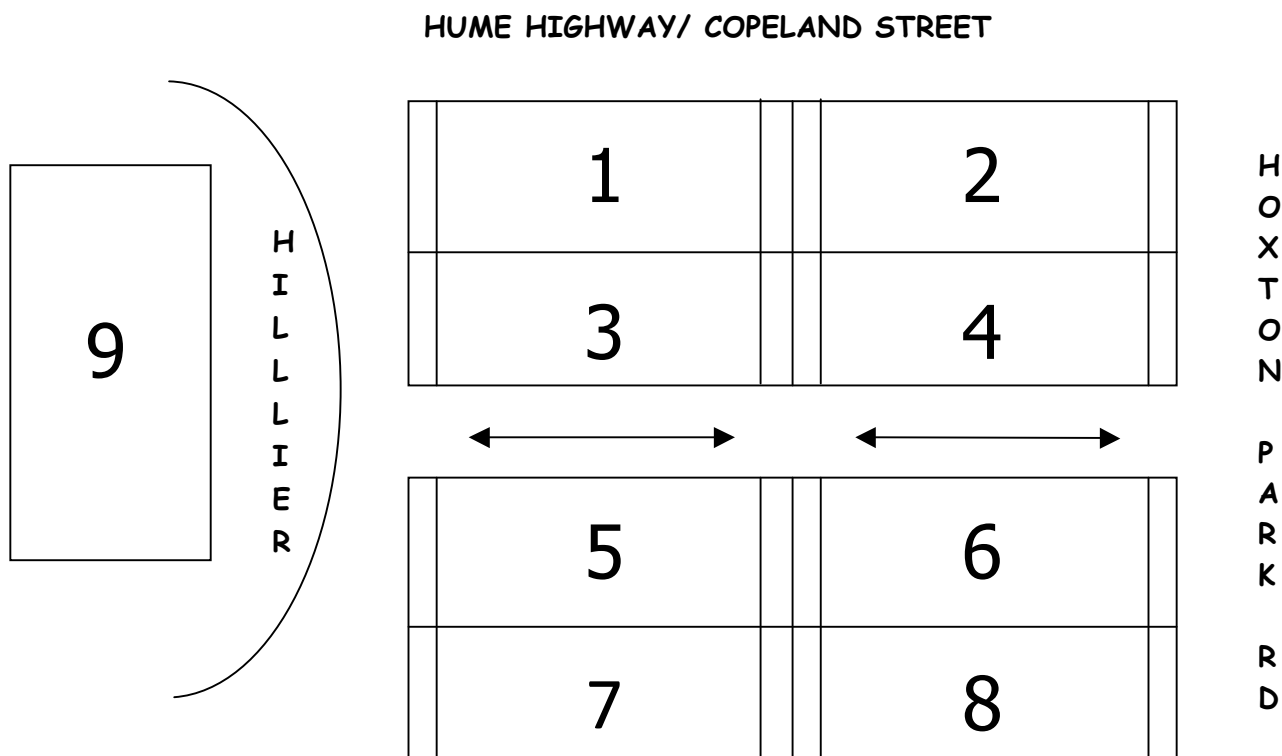
- 2.1 Standard teacher Duty of Care applies at all times **and for all teachers regardless of the school that teacher attends.**
- 2.2 Liaise with the other teacher regarding supervision of non-participating students. It is the responsibility of any teacher not refereeing to supervise students from both schools competing.
- 2.3 Remind students to use school toilets before leaving for PSSA fixtures.
- 2.4 When direct supervision of students isn't possible (i.e. toilet break during play), ensure students move in groups.
- 2.5 Play may be briefly halted where applicable to accompany all students to toilets. This is not possible for all sports.

## EQUIPMENT

- 3.1 Footballs (mod or international), cones, belts and tags.

## VENUE - WOODWARD PARK LIVERPOOL

- 4.1 Each week there is one team that is highlighted in bold on the draw, it is that team's responsibility to set up the field with plastic markers. Markers must be placed on the half-way line and at each try line.



## SAFETY

- 5.1 All students, in accordance with the Liverpool Zone PSSA Sun Safety Rules, must wear a hat to and from the venue and when not playing a match.
- 5.2 All students must be sitting down in their designated area when not playing a match.

## TEAMS

- 6.1 JUNIORS - Years 3 and 4: 8 players (3 girls minimum on the field at a time)  
SENIORS - Years 5 and 6: 10 players (4 girls minimum on the field at a time)
- 6.2 Each member of the Junior squad must play for at least 15 minutes per week and each member of the Senior squad must play for at least 20 minutes per week.

## DURATION OF MATCHES

- 7.1 Junior games will last for 15 minutes and Senior games will last for 20 minutes. There will be no half-time. A bell will be rung at the ground to indicate the start and completion of a game. Both teams will play two games each week providing there is an even number of teams in the competition.
- 7.2 The times for matches will be as follows (and must be strictly adhered to):
- 1<sup>st</sup> Junior game: 9:30am- 9:45am
  - 1<sup>st</sup> Senior game: 9:50am- 10:10am
  - 2<sup>nd</sup> Junior game: 10:20am- 10:35am
  - 2<sup>nd</sup> Senior game: 10:40am- 11:00am

## UMPIRING CONDITIONS

- 8.1 The two coaches of the teams playing a game are responsible for refereeing the games.
- 8.2 It is advisable that one coach referees the Juniors (entire game) and the other coach referees the Seniors (entire game).

# RULES

## SCORING

- 9.1 The points for tries are as follows:
- Boy tries = 1 point
  - Girl tries = 2 points
- 9.2 There is only one way of scoring in Oz-Tag. A try is awarded to the attacking team when they ground the ball on or over the tryline.
- 9.3 Kicks must be regathered in the field of play before grounding the ball for a try to be awarded. If the ball crosses the plane of the tryline the ball is deemed out of play.
- 9.4 It is illegal for a male player to pass the ball to a female player after crossing the tryline or to run back into the field of play to pass to a female player to increase the value of a try.
- 9.5 A player can dive to score a try, however, if this player, in his/her attempt to score a try, touches the ground with the knees or arms before the tryline, or slides across the tryline and a defender is **within tagging distance**, a try will not be awarded.

## DEFENCE

- 10.1 The progress of the ball carrier can only be halted if a defender removes one or both of the attacker's tags. If both tags are removed by one or more defenders then the point where the first tag was removed will be where the ball is played.
- 10.2 After tagging a player the defensive team must move back 10 metres in line with the referee. If the defensive team don't retire ten metres with the referee a penalty is awarded to the attacking team.
- 10.3 One defender may act as a marker and the marker must stand directly in front of the play-the-ball.
- 10.4 The marker and the defensive line can only move forward when the ball is touched by the first receiver or when the dummy half starts to run (adaptation).
- 10.5 If the attacking side fails to score before the sixth tag has been made, a changeover will be awarded to the defending team at the point where the sixth tag was effected. This team will then become the attacking team and they will now receive six (6) tags to attempt to score a try.
- 10.6 A player may defend with one or no tags, however if he/she receives the ball, which has been kicked, dropped or propelled forward, they must immediately play-the-ball at the place of receipt.

### **Penalties may be awarded at the point of the infringement in the following circumstances:**

- 10.7 A defending player, must in the referee's opinion, be attempting to remove a tag and not deliberately impeding the progress of the ball carrier or any attacking player with their body. If an attacking player's progress is impeded, with or without the ball, a penalty may be awarded.
- 10.8 A defender cannot at any time hold onto an attacking player or their uniform. If this occurs and no advantage is gained by the attacking team, a penalty may be awarded.
- 10.9 The marker cannot strike for the ball whilst the ball is being played.

## **ATTACK**

- 11.1 The attacking team shall be allowed six (6) successive tags, and then a changeover will occur.
- 11.2 Once tagged the child in possession must play the ball under their legs where they were tagged. The foot of the player must touch the ball when it is played.
- 11.3 If the 'dummy half' is caught with the ball this will result in a turn-over to the defensive team. The 'dummy half' **can** score a try (adaptation).
- 11.4 If the ball carrier falls to the ground, or a player falls on a loose ball, and a defender is within tagging distance, a tag will be deemed to be effected. This applies to the ball carrier when crossing for a try. If any part of the body (other than the feet) of the ball carrier touches the ground before the tryline, and before the ball is placed over the tryline, then a try cannot be awarded if a defender is close enough to effect a tag. The ball carrier will be asked to play-the-ball no more than one (1) metre out from the tryline and the tag count will continue. If this occurs on the lasttag, a changeover will be awarded to the defending team.
- 11.5 If the ball carrier is "tagged" over the tryline prior to placing the ball down for a try, he/she shall be asked to play-the-ball five (5) metres out from the tryline, and the "tag" count will continue (unless on the sixth tag).
- 11.6 An attacking player may receive a pass behind their own tryline or may run behind their own tryline when in possession of the ball. If an attacking player is tagged behind their own tryline, play will restart with a drop kick from the centre of the tryline.
- 11.7 Simultaneous tag/ball off load situations will result in a "play-on" call from the referee and the benefit of the doubt will be given to the attacking team.
- 11.8 When the ball carrier accidentally or deliberately crosses the touchline before their tag is removed, a changeover will be awarded to the defensive team ten (10) metres in from where the ball carrier crossed the touchline.
- 11.9 If the ball player whilst in the action of playing the ball loses control of the ball and drops the ball on the ground as opposed to playing the ball, a changeover will be awarded to the defensive team at the point where the ball player lost control of the ball.

### **Penalties may be awarded at the point of the infringement in the following circumstances:**

- 11.10 The ball carrier must not attempt to bump or fend off a defender in their attempts to remove a tag or whilst chasing the ball. The ball carrier can in no way protect his/her tag with their hands, elbows, ball etc.
- 11.11 The ball carrier must not jump to avoid being tagged. Attacking players are not allowed to spin into an opposition player. If a player spins into a defensive player a penalty is awarded to the opposition team (adaptation).

- 11.12** The ball carrier will be penalised if he/she bends their body forward to prevent being tagged.
- 11.13** In changing direction on the run, the ball carrier will be penalised if he/she steps into a defender endeavouring to make a tag. This includes spinning into another player. The onus is on the ball carrier to avoid contact.
- 11.14** When an attacking player prevents a defending player from executing a tag by running behind his team mate/s causing an obstruction (shepherd).
- 11.15** After crossing the tryline, a player must ground the ball within 5 metres of the tryline.

## **KICKING**

- 12.1** There are four situations where kicking the ball is allowed:
- a. A place kick is used to start each half and after a try is scored.
  - b. A dropout from the tryline.
  - c. A tap kick is used to restart play after a penalty.
  - d. General play kicking which is permitted in two circumstances:
    - (i). The attacking team may only kick after the fourth tag is indicated by the referee, and
    - (ii). If the attacking team drops the ball, the defending team can kick the ball prior to the first tag being made.

**NOTE:** Kicks a. and b. can be kicked above shoulder height, whilst kicks d. can be no higher than the referees shoulder height.

- 12.2** When a try is scored the scoring team shall kick-off to restart play.
- 12.3** The kick-off is a place kick from the centre of the halfway line. The ball from the kick-off must bounce within the field of play before going over the touchline. The ball from the kick-off must travel ten (10) metres before any player of any team may take possession of the ball.
- 12.4** The players of the team kicking off (kicking team) must not cross the halfway line until the ball is kicked. The team receiving the ball may be spread out across the field in various formations; however they can be no closer than ten (10) metres from the halfway line at the time of the kick-off.
- 12.5** If the ball from the kick-off bounces over the touchline, a changeover will be awarded to the receiving team, ten (10) metres in from the touchline to where the ball crossed the line.
- 12.6** If the attacking team kicks the ball over the tryline or 'dead ball line', the defensive team will be given a tap restart five metres from the dead ball line (adaptation due to smaller than normal fields).
- 12.7** If the ball is caught on the full over the tryline the referee will call "play on".
- 12.8** A dropout is a drop kick taken from the centre of the tryline. The ball from a dropout must bounce within the field of play before going over the touchline.

The ball from the dropout must cross the ten (10) metre line from the tryline before any player of any team may touch the ball.

- 12.9** If the ball from the dropout bounces over the touchline, a changeover will be awarded to the receiving team, ten (10) metres in from the touchline where the ball crossed the line.
- 12.10** If the ball from the dropout bounces over the receivers tryline whether touched or not, a dropout from the receivers tryline will be taken by the receiving team.

### **KNOCK-ONS AND KNOCK-BACKS**

- 13.1** If a player propels the ball in a forward direction with their hand or arm and the ball comes into contact with the ground, an opponent or the referee, a knock-on will be ruled. A changeover will be awarded to the non-offending team. The referee may allow the non-offending team to take possession and gain an advantage. If they are tagged it will be a zero tag.
- 13.2** If an attacking team player propels the ball in a backward direction play will continue.
- 13.3** If the attacking team knocks-on and the defending team immediately kicks through and fails to regather the ball, no advantage has been gained by the defending team and the ball will be returned back to the point of the original knock-on and the defending team will receive the changeover.

**(UPDATED FEBRUARY 2016)**